

We claim:

1. A method comprising:

initiating a secondary game at a gaming device, in which the course of the
5 secondary game depends on outcomes of two or more handle pulls;

determining at a first time a first situation of the secondary game, in which
the first situation includes a first amount of time available for completing the
secondary game;

determining a first outcome; and

10 determining, at a second time, based on the first game situation and the first
outcome, a second game situation, in which the second game situation includes a
second amount of time available for completing the secondary game;

in which the difference between the first amount of time and the
second amount of time is greater than the elapsed time between the first time and
15 the second time.

2. The method of 1 further including determining a reduction of time associated
with the first outcome.

20 3. The method of 2 in which determining a second game situation includes
determining, at a second time, based on the first game situation and the reduction
of time, a second game situation, in which the second game situation includes a
second amount of time available for completing the secondary game.

25 4. The method of 2 in which the difference between the first amount of time and
the second amount of time is equal to the sum of the reduction of time and the
elapsed time between the first time and the second time.

5. The method of 1 in which determining a first situation includes determining, at a
30 first time, a first situation of the secondary game, in which the first situation
includes a first amount of time available for completing a first number of handle
pulls in the secondary game.

6. The method of 5 in which determining a second situation includes determining, at a second time, based on the first game situation and the first outcome, a second game situation, in which the second game situation includes a second amount of time available for completing a second number of handle pulls in the secondary game.

7. The method of 6, in which the second number of handle pulls is one less than the first number of handle pulls.

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8. The method of 1 in which determining a first situation includes determining at a first time a first situation of the secondary game, in which the first situation includes a first amount of time available for a game character to reach a destination in the secondary game.

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9. The method of 1 in which determining a first situation includes determining at a first time a first situation of the secondary game, in which the first situation includes a first amount of time available to obtain a target number of game indicia.

20 10. The method of 1 in which determining an outcome includes:

receiving an initiation signal from a player;

generating a random number;

determining an outcome associated with the random number, in which the outcome comprises a set of symbols;

25 spinning a set of reels of the gaming device; and

stopping the reels such that the set of symbols are visible to the player.

11. A method comprising:

30 initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls;

determining a first situation of the secondary game, in which the first situation includes a first number of handle pulls available for completing the secondary game;

determining a first outcome; and

5 determining based on the first game situation and the first outcome, a second game situation, in which the second game situation includes a second number of handle pulls available for completing the secondary game.

12. The method of 11 in which the second number of handle pulls is less than one
10 less than the first number of handle pulls.

13. A method comprising:

initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls;

15 determining a first situation the secondary game,

in which the first situation includes a first plurality of locations that may be occupied by a game character,

in which the first situation includes a first set of connections among the first plurality of locations, and

20 in which at least one of the first plurality of locations confers an advantage to a player if occupied by the game character;

determining a first outcome; and

determining a second situation of the secondary game,

25 in which the second situation includes a second plurality of locations that may be occupied by the game character,

in which the second situation includes a second set of connections among the second plurality of locations, and

in which at least one of the second plurality of locations confers an advantage to the player if occupied by the game character.

14. The method of 13 in which the second situation includes a second set of connections among the second plurality of locations, the second set of connections differing from the first set of connections.

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15. The method of 13 in which the second situation includes a second plurality of locations that may be occupied by a game character, the second plurality of locations differing from the first plurality of locations.

10 16. The method of 13 in which the second situation includes a second plurality of locations that may be occupied by a game character, the first plurality of locations including one location not included in the second plurality of locations.

17. A method comprising:

15 initiating a secondary game at a gaming device, in which the course of the secondary game depends on outcomes of two or more handle pulls;

 determining a first situation of the secondary game, in which the first situation includes an objective and a first prize amount associated with the objective;

20 determining a first outcome; and

 determining, based on the first situation and the first outcome, a second situation, in which the second situation includes the objective and a second prize amount associated with the objective.

25 18. The method of 17 in which determining a second situation includes determining, based on the first situation and the first outcome, a second situation, in which the second situation includes the objective and a second prize amount associated with the objective, and in which the second prize amount is different from the first prize amount.

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19. The method of 17 in which determining a first situation includes determining a first situation of the secondary game,

in which the first situation includes an objective for a game character to reach a particular square on a game board, and

in which the first situation includes a first prize amount associated with the objective.

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20. The method of 17 in which determining a first situation includes determining a first situation the secondary game,

in which the first situation includes an objective for a player to obtain a certain number of symbols on the reels of the gaming device over the course of

10 multiple spins, and

in which the first situation includes a first prize amount associated with the objective.